

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1 (previously presented): A gaming device comprising:

- (a) a cabinet;
- (b) a game operable upon a wager by a player; and
- (c) a display device connected to the cabinet and operable to indicate an outcome after an occurrence of a triggering event associated with the game, the display device including:

a rotatable reel operable to simultaneously display a plurality of symbols,  
and

an indicator operable to rotate about an axis as the axis translates relative to the reel and operable to sequentially indicate different ones of the symbols displayed by the reel, the indicator including a plurality of pointers that are operable to sequentially point toward the reel as the indicator is rotated about the axis, and

wherein the outcome is based on the symbol ultimately indicated by the indicator and the pointer of the indicator which indicates the symbol.

Claim 2 (original): The gaming device of Claim 1, wherein the outcome is selected from the group consisting of: game credits, game credit multipliers, a number of free spins, a number of free games, a number of picks from a prize pool, an entry into a bonus game and/or any combination thereof.

Claim 3 (original): The gaming device of Claim 1, which includes a video monitor operable to display the game and triggering event.

Claim 4 (previously presented): The gaming device of Claim 1, which includes a first motion producing device operable to rotate the reel, a second motion producing device operable to rotate the indicator, and a third motion producing device operable to simultaneously translate the axis of the indicator and the second motion producing device.

Claim 5 (original): The gaming device of Claim 1, which includes a plurality of second symbols wherein one of said second symbols is associated with each pointer of the indicator and the outcome is based on: (i) the symbol indicated by the indicator; and (ii) the symbol associated with the pointer that ultimately indicates the symbol on the reel.

Claim 6 (original): The gaming device of Claim 5, wherein one of the symbols on the reel is a credit value and the second symbol is a credit multiplier.

Claim 7 (previously presented): A gaming device comprising:

- (a) a cabinet;
- (b) a game operable upon a wager by a player; and
- (c) a display device connected to the cabinet and operable to indicate an outcome after a triggering event associated with the game occurs, the display device including:
  - (i) a symbol display operable to simultaneously display a plurality of first symbols, and
  - (ii) a first symbol indicator operable to rotate about an axis as the axis moves substantially parallel to the symbol display such that the symbol indicator indicates different ones of the first symbols displayed by the symbol display, the first symbol indicator including a plurality of pointers operable to sequentially point towards the symbol display as the first symbol indicator is rotated about the axis.

Claim 8 (original): The gaming device of Claim 7, wherein the outcome is based on which first symbol is ultimately indicated by the symbol indicator and which pointer of the symbol indicator indicates the first symbol.

Claim 9 (original): The gaming device of Claim 7, wherein the symbol display is rotatable to simultaneously display said first symbols.

Claim 10 (original): The gaming device of Claim 7, wherein the symbol display includes a video monitor operable to simultaneously display said first symbols.

Claim 11 (original): The gaming device of Claim 7, which includes a video monitor operable to display the game and triggering event.

Claim 12 (original): The gaming device of Claim 7, wherein the symbol indicator is operable to move and rotate simultaneously and at different times.

Claim 13 (original): The gaming device of Claim 12, wherein the symbol indicator and symbol display are operable to move simultaneously and at different times.

Claim 14 (previously presented): A method of operating a gaming device having a game operable upon a wager by a player, said method comprising:

simultaneously displaying a plurality of symbols on a symbol display;  
translating an axis of rotation of a symbol indicator relative to the display of symbols;

rotating the symbol indicator about the axis so that multiple pointers extending from the symbol indicator sequentially point towards the display; and

generating an outcome, the outcome based on the symbol that is ultimately indicated by the symbol indicator and which pointer of the symbol indicator indicates said symbol.

Claim 15 (original): The method of Claim 14, which includes displaying the plurality of symbols on the symbol display from a larger set of the symbols.

Claim 16 (original): The method of Claim 14, wherein the symbol display includes a rotatable reel.

Claim 17 (original): The method of Claim 14, which includes translating and rotating the indicator simultaneously.

Claim 18 (original): The method of Claim 17, which includes simultaneously moving the symbols on the display.

Claim 19 (original): The method of Claim 14, which includes, at least one of, translating the indicator and rotating the indicator in multiple directions.

Claim 20 (previously presented): A method of operating a gaming device having a game operable upon a wager by a player, said method comprising:

simultaneously displaying a plurality of symbols on a rotatable reel;

rotating a symbol indicator about an axis as the axis translates relative to the display of symbols, wherein multiple pointers extending from the symbol indicator sequentially point towards the display; and

generating an outcome, the outcome based on the symbol that is ultimately indicated by the symbol indicator and which pointer of the symbol indicator indicates said symbol.

Claim 21 (previously presented): The method of Claim 20, which includes displaying the plurality of symbols on the symbol display from a larger set of the symbols.

Claim 22 (previously presented): The method of Claim 20, which includes simultaneously moving the symbols on the display.

Claim 23 (previously presented): The method of Claim 20, which includes translating the symbol indicator in parallel relative to the display of symbols.